

The Resistance

The version of under occupation.

The enforce martial law. patrol the streets..

..... eliminate conspiracy collaborate with enemy.

Ordinary want to survive.

We want to fight.

Everyone is great at something (+2), good in something (+1), but weak in something (-1).

Each of us bring to the group (shared pool) resources (d6 tokens): Equipment, support, faith, trust. We plan the first mission.(set Complexity) in hideout.

Finally we go. Someone acts first becoming active conspirator.

Person on the right sketches situation. Then active conspirator describes action, adds applicable aspect and some tokens. Then he/she rolls d6 for any dangers (and start and least 1), compare the highest and chose one consequence. If he/she don't or can't add token – he/she will die.

less:

move on! –Complexity -1

all clear! – Danger -1

Good job! – Resources+d6

more:

Something wrong! - Complexity +1

holly shit! – Danger +1

at what cost? – Resources –d6

Equal : take one positive and one negative.

Person on the right describes what exactly happened. Then he/she becomes active conspirator.

When Complexity reach zero mission is accomplished. Group gain (6+d6) tokens x starting Complexity. After 5 missions upraising starts. Final goal – 99 Complexity.